

Function template

- Function templates are **special functions that can operate with generic types**.
- This allows us to create a function template whose functionality can be adapted to more than one type or class without repeating the entire code for each type.
- In C++ this can be achieved using template parameters

```
template <class T>
T max (T x, T y)
{
    If (x>y)
    return x;
    else
    return y;
}
main ()
{
    int c= max (10,5);
    float d= max(10.5, 4.5);
}
```

- Now whenever in the main function if 'int c' is called then the template will automatically become of Integer type and similarly when 'float d' is called then the template become Floating type.